



by Matthew Perrett

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Frayed Souls

Platform: Console (Playstation 3)

Genre: RPG

Major Design Features

- Music to convey emotion
- Voice acting to convey emotion and tone of voice, and to make the characters seem more real
- Moveable world objects that the characters can use powers on and interact with to accomplish goals.
- Powers that the characters can use in and out of combat to interact with the world. They can be used to get information from NPCs, open dialogue options and complete tasks.
- Each character has a statistic called Sanity that rises and falls during the game depending on how they react to the world and how the world reacts to them. Sanity affects the story and the game world in subtle ways, such as changing brightness, contrast and menu colors.

Gameplay Elements

- Exploring: the player gets to move throughout a realistic depiction of New York City, exploring whatever parts of it they choose.
- Dialogue: the player controls Yuki's dialogue, giving them the freedom to decide how she reacts to the world and the people in it. Her reactions also affect the other characters by raising or lowering their sanity, which can have a powerful impact on how the story progresses.
- Combat: frequently during missions, the player will find that the only way to get pass a conflict is to fight. The characters can choose to fight with physical attacks, powers or a combination of the two.
- Slice of Life mode: between missions, the player can return to the apartment the character live in. One of the things they can do there is Slice of Life mode, which lets the player combine characters and activities to make short skits/cutscenes with the chosen characters doing the chosen activity. This develops the characters further, provides amusement for the player, and will affect the characters' sanity for better or for worse.
- World Activities: also while at the apartment, the player can send the characters out into the world on various tasks. The players can get jobs to earn money, buy clothing and equipment, learn martial arts and other fighting skills, go to school, and practice their powers in secret.
- Powers: the characters all have unique powers that affect the world in different ways. Yuki can use her mental powers to read the emotions and thoughts of people, or extract information from them without needing to start a conversation.

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David can control energy, and can light objects on fire, power electrical device, cool things down, and use wind to affect things from a distance. Anna can heal, speed up or slow down time for people, and can see glimpses of the future if the player needs a hint as to what to do next. Monty can make one stat higher at the expense of another, making him potentially the strongest character and giving him the ability to move very heavy objects.

Number of Players: 1; single player game only

Competitive Products

Xenogears/Xenosaga Series: Xenogears has the same emphasis on storytelling and character development as Frayed Souls, and the series is well known for their outstanding cutscenes and voice acting. However, the player has no real control over what happens to the characters in the story, and the story can only be played one way. Also, many people did not enjoy the Xenosaga series because the cutscenes were too long and took too much control away from the player, something that Frayed Souls will have to be careful not to overdo.

Kingdom Hearts: An action RPG that made excellent use of its environment. Frayed Souls, though less action oriented, has an active battle system and an interactive world that should appeal to fans of Kingdom hearts. As with Xenosaga, players of Kingdom Hearts have no real control of the direction of the story. Some also complained that Kingdom Hearts had an awkward camera system, something Frayed Souls hopes to avoid.

Planescape Torment: An excellent PC RPG, Torment had an engaging story and a well-defined main character, but the player also had a great deal of control over his actions, behavior and morality. Most PC RPGs have the player make their own character, giving them the freedom to play them any way they choose. However, this has the unfortunately side effect of limiting character development and empathy because the game has to work for all kinds of characters. Torment is the only game I know of that both gives you a set character and lets you control them, and comes the closest to describing the kind of game Frayed Souls is.

World: Modern day New York City. The player will move through the city and interact with people and enemies that one would expect to see in a modern city, such as shopkeepers, businessmen, criminals, and the police.

Statistics

IQ: how smart the character is. Characters learn 1% faster for every point over 100.

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Strength: how strong the character is. A high strength increases damage from physical attacks, and also affects how much weight they can move in the world.

Agility: how agile and dexterous the character is. The higher a character's agility, the easier it is for them to hit and dodge attacks.

Constitution: how physically fit and durable the character is. Having a high constitution increases a character's health and energy.

Will: the mental strength and willpower of the character. Having a high will makes a character's powers stronger and less likely to fail.

Health: how much damage the character can take. A character is knocked unconscious if they run out of health in combat. Health is derived from constitution and can be improved through physical training; less physically fit characters can take fewer hits before being knocked out.

Energy: the resource characters consume when using skills, making them more tired. Every action uses energy, but characters always get energy back slowly, and can rest or eat to speed up the process. Some skills use more energy than others; using a complex power takes more energy than walking or throwing a single punch. Physical actions and skills cannot be performed if the character does not have enough energy, but powers can be used at the cost of health if the character's energy is too low. The player will be asked if they want to do this before the power is used in this case.

Sanity: the mental health of the character. The lower the character's sanity score is, the less happy they are, and the higher the score, the happier they are. Sanity is what affects how a character will respond in any given situation, and can be raised or lowered depending on what they do or how they react to what other characters do. Different characters start with different sanity scores; Yuki, for example, starts with a very low sanity, while David starts much higher.

Money: how much money the characters have. The characters can earn money by getting jobs, and as rewards for completing some missions. The characters are regularly charged rent for the apartment they live in, though this fee is waived if they achieve Hero status (discussed below.) The player can also spend money on food (restores energy,) training, transportation, etc.

Public Eye: how well known the characters are. Initially the characters are unknowns in NYC, but using powers and completing missions can make the public more aware of them. Having a high Public Eye rating has both bonuses and penalties; the characters may get free money or supplies if they are well known and liked, but they may also get visited by people who want to take advantage of them and their powers. Events that occur when the Public Eye rating is high enough include visits from the mob and the FBI.

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Maximizing the Public Eye rating gives the player the Hero status, which waives the rent fee and reduces some of the penalties of having a high Public Eye. The story is also affected by the Public Eye rating, giving the player multiple ways to play though the game.

Enemies and AI

Mugger: run-of-the-mill thief. Greedy and not very bright or well trained. Early game challenge for the inexperienced player.

Gang member: punk kid who preys on the weak. Not very smart, but is frequently armed with knives or other makeshift weapons, and usually teams up with other gang members.

Thug: hired muscle. Fighting experience makes up for their lack of education. Strong and durable, they typically use melee weapons or just their fists.

Mobster: works for a criminal organization. Not as tough as the thugs, but considerably more intelligent and better armed. May carry guns, and rarely goes alone.

Mob Boss: head of a criminal organization. May not be as good in combat as his hirelings, but is very smart and has vast resources. Will try to stall for reinforcements if confronted.

Police Officer: if you break the law, you may have to fight these guys. Smart and well-armed, but not always very experienced.

Undercover Cop: a smarter, more experienced and better-trained police officer. Considerably more difficult to defeat.

Federal Agent: works for the government, and sent directly to your apartment. Extremely difficult to defeat. Never alone, and uses very smart tactics. They know where you live.

Gifted People: other people with powers. Since no two people have the exact same power, every fight with them will be challenging and different. Varying levels of intelligence.

Weapons

Knives: small bladed weapons, easy to conceal and use. Very common among criminals.

Fist Weapons: small metal objects that are worth on the hands to make punches more painful, such as brass knuckles and spiked rings.

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Clubs: a variety of blunt objects used as weapons, such as bats, nightsticks, pipes, large pieces of wood, etc.

Guns: Deadly projectile weapons seen everywhere in modern life. Based off agility (the accuracy of the shooter) instead of strength, guns are a very serious threat and should be treated accordingly.

Swords: long, dangerous bladed weapons. Though rarely seen in the modern world, some people still collect them and train in their use.

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Player Characters

Yuki Kurono: The main character. A cold, quiet Asian girl who protects herself with a mask of cool detachment. She rejects her ability to feel and understand the emotions of others, using it only to make people feel the pain she keeps locked up inside her. She does not know how to deal with people constructively, and tends to react in ways that only hurt her in the long run.

Anna Pavdun: The leader of the group, Anna is bright and energetic. She was dying of a muscular disease, but when her powers appeared her body spontaneously healed itself. Gifted with the powers of healing and precognition, she sought out the aid of similarly gifted people to help her find out where their powers came from.

David Landon: A friendly and cheerful young man with the power to control the elements. In his young he wished he could have magic, but now that he has power he only wishes he knew how to control it. He wants to use his gift to help people, but has no idea how to go about doing it. He falls deeply in love with Yuki, and finds himself unable to give up on her despite her attitude and constant rejections.

Montgomery Rayner: A tall, brooding black man who lost his chance at a happy future when his powers went out of control, causing him to kill a man. A brilliant student, his accidental crime made him lose his collage scholarships, keeping him from the education he wants so badly. His power makes him stronger, faster and tougher, but also makes him less intelligent and takes away his control. Being with Anna and David encourages him to work for a better future, but he continually struggles with depression and bitterness.

Non-Player Characters

Victor Anselm: A calm and collected doctor with the powers of healing, allowing him to even bring the recently dead back to life. He is obsessed with curing terminal diseases, and keeps a secret lab full of dying people who he repeatedly revives to continue his experiments. He believes he is helping them, but they only wish to die in peace. As someone who is abusing his powers, Victor is the first real enemy the characters must confront.

Randolf Vaughan: A tall, muscular man who works for Victor. He has the power to mimic animals, gaining their attributes, abilities and characteristics temporarily. Revels in the power and freedom it gives him, but resents how uncivilized and dehumanized it makes him feel. Does most of Victor's dirty work, and believes that the ends justify the means.

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Jasmine Nadu: Victor's lover and devoted follower. He used his powers to save her life after a traumatic accident nearly killed, and she has followed him and his ideals ever since. A beautiful Indian woman, she has the power of teleportation, but the accident has made her too afraid of injury to explore her powers to the fullest. She would do anything for Victor, though she is blinded by her passion and hero worship.

The Entity: An alien being from the deep reaches of space. Gave some of its power to select humans in an investment scheme, hoping to eventually "harvest the crop" and gain back more than it seeded. Immensely powerful and intelligent, it still knows little about mortality and the value of life.

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Story

Frayed Souls is a poignant story about ordinary people who become extraordinary in ways they could not have imagined and never wanted. All of the characters view life in different ways, and are doing their best to get by while attempting to come to terms with their newfound abilities. They all have experienced great pain in their lives, and have their own ways of dealing with or avoiding pain. Their fates are in the hands of the player; will their dark sides consume and destroy them, or will they step away from the edge of oblivion and heal their mental scars?

Set in the modern world, the characters watch in dismay as their powers tear the lives they knew apart despite their best efforts. Feared by their friends and families, they leave their old lives in the hopes of forging new ones, and in the process encounter others like them (the other characters.) Feeling a strange sense of kinship, they quickly form a sort of family together. Although life is beginning to look up, they are still troubled by the mystery their powers present. How did they obtain them? Why them, and not someone else? Deciding at last to solve the mystery, they set out to uncover the truth, not knowing where it would eventually lead them.

The truth is that the powers the characters gained were granted by an alien Entity of immense power. However, this Entity is not granting power because it wants to help people. Giving someone power requires it to place a portion of his own power into them, essentially attaching a piece of its spiritual essence to theirs. Once given, the power could lie dormant and unused, or the person could develop their abilities and cause the power to grow. The Entity, seeing an opportunity to expand its power greatly by “investing” it in this fashion, distributed a fraction of its essence to a number of individuals around the globe to test the effectiveness of this process. In the hopes of getting the best results, it specifically chose people who would be likely to use and develop their powers, as well as those who would be amusing to observe.

Unfortunately, once received, the power cannot be returned as easily as it was given. Trapped inside the bodies of the receivers, the only way for the Entity to get its power back is by killing the hosts – popping the bubble, so to speak – and letting the contents out. Because the Entity is still linked to the pieces of its essence, it can forcibly pull them back into itself at any time, though this is always fatal to the host. Once the Entity confirms that this plan will work, it intends to give as much of its power as it can spare to every person on Earth. Eventually it will collect on its investment, killing every human on the planet, but this is of little concern to a being such as itself. Ultimately the characters must confront this Entity and convince it not to carry out its plan, though it goes without saying that this will be no easy task.

Ending #1

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Gaining some understanding and interest in humanity, the Entity finally agrees to consider their suggestions. It will not discard its plan entirely, but it does acknowledge that a long-term plan that keeps humans alive would be beneficial. The Entity departs, saying it will return and speak with them about this more later.

By opening the floodgates in her mind and letting down her barriers, Yuki has gained some understanding about life and humanity as well. She understands not only what it means to care about certain things and people, but also how to care about life in general. She is finally willing to embrace life and not hide behind her masks anymore. She knows it will be a slow process, and breaking out of her old habits will be hard, but she is truly willing to change now. As the group walks out of the mansion she takes David's hand in hers. The young lovers smile at each other and share a tender, quiet moment while Anna and Monty celebrate their triumph noisily.

The group returns to the apartment, and a raucous celebration breaks out. There are still problems that need to be addressed – the police will want to know what happened at the mansion, and the rent needs to be paid – but for now their work is done. The mystery is solved and disaster was averted, and the group decides to stick together for a while longer. Life is good, and after their brush with death they are ready to experience and enjoy it to the fullest.

After any ending that does not involve fighting the Entity, the player will be able to continue playing the optional and non-linear parts of the game. Also, the player will have a new option in the Slice of Life Mode – Talking to the Entity. Because they came to a non-violent agreement with the Entity, it will contact them from time to time and ask questions about humanity.

Ending #2

The Entity is defeated, its essence scattered. However, the world is a very different place in the aftermath of the Entity's plan. The characters are heroes for stopping the powerful alien being, but life will never be the same for the survivors. It will take time to repair the damage caused by rioting and powers gone awry, and even longer to adjust to the fact that everyone has a special power of their own.

Many questions go unanswered. Will these powers be passed down to any children that are conceived after the event, or will they eventually fade away? Is the Entity gone forever, or will it reform and come back for the pieces of its essence that humanity is holding for it? Not even the characters know the answers to these questions. All they can do is go forward, and try to find their place in the world again.

Story Flow

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Level 1 – Touring the Neighborhood/Tutorial: Yuki sits alone in the train station where she meets Anna. Anna asks if she wants to join her, David and Montgomery (Monty) in finding the truth behind their powers. Yuki is reluctant because Anna is a stranger, but Anna finally convinces her to join. Yuki and Anna go to the apartment, and on the way Anna tells Yuki what she knows about their powers. Yuki meets David and Monty. Since Yuki is new to the city, David offers to show her around. Yuki accepts and they head out. David hits on her, but she is cold to him and he backs off. They run into Randolph, who is hassling a sick homeless man in an alley. Yuki wants to ignore the scene and move on, but David goes to help. David and Randolph get into a tense confrontation, but David displays his power and Randolph decides to leave them alone for now. The man thanks them and says that Randolph is one of Doctor Victor's associates. Victor sends his helper out to find people with terminal illnesses, and those he collects are never seen again. The man says that he doesn't have much time left, but that it's better to die on the street than to be an experimental subject for some crazy doctor.

Level 2 – Back at the Apartment: Yuki and David return to the apartment and discuss this with Anna and Monty. Anna immediately wants to help the people Victor has kidnapped, though the others are unsure because it doesn't relate to their goal of finding the truth behind their powers. Anna convinces them by saying that Randolph obviously recognized David's power, which implies that he knows something, and it's the only lead they have.

The scene switches to an office, where Victor sits behind a desk. Randolph comes in and acknowledges Jasmine's presence, then tells Victor about what happened. Randolph also tells him that some of his patients have died again, and the three go into Victor's secret lab, where many very sick and dying people lie in hospital beds. Victor uses his power to bring one back to life and talks compassionately about how he'll find a way to cure him, but misses the fear in the man's eyes.

Level 3 – The Hospital: Back in the apartment, Monty has found the hospital Victor works at. The group decides to go there and see if they can talk to Victor. They are turned away at the front desk, however, because they don't have an appointment. Anna talks the group into sneaking inside and searching Victor's office; after all, talking to a man like him would obviously do nothing. The group agrees, and they carefully and stealthily make their way to Victor's office. Instead of Victor, they find Jasmine waiting for them. She tries to convince them to join Victor's cause, but the group is repulsed by their morals and turns her down. Jasmine insults the group, giving the player the option of picking a fight. If the characters fight Jasmine, the office is trashed and she leaves to get security. Otherwise, she simply leaves and calls for security, claiming the group has threatened her.

Level 4 – Return to the Apartment: The group flees to avoid being blamed for the damage. On the way back to the apartment, they dodge the police and narrowly escape arrest. Returning home, the group's spirits have hit rock bottom. They didn't find Victor's victims, there is likely a warrant out for their arrest, they learned nothing new

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about their powers, and they have no idea of where to go next. As they head off to their respective rooms for the night, David goes to see Yuki and confesses his love for her. Yuki coldly dismisses him, saying he only feels lust and that she wants nothing to do with lust. David gets angry and yells at her about how she doesn't know anything about life. Anna and Monty hear the shouting and come into the room. Anna tries to calm the situation down, but Yuki lashes out and projects her anger and pain at her. David and Monty are horrified, and Yuki, realizing that she has gone too far, runs out of the apartment and into the city.

Note: All levels after this point assume the player has been raising Yuki's sanity. Yuki's actions, and the other characters' reactions, vary if her sanity is lower.

Level 5 – Yuki Alone: Alone in the city at night, Yuki struggles to figure out what to do now that she has alienated her companions. She runs into Jasmine in a nearby park, who tries one more time to convert Yuki to Victor's cause. Yuki refuses, and when Jasmine attempts to force her, Yuki blasts her with more painful memories and flees. Jasmine does not pursue, and Yuki continues her midnight wandering. As Yuki walks, she thinks about everything that has happened since she came to the city. Eventually she realizes that Anna, David and Monty are not simply her companions, but real friends, and that she is honestly sorry that she hurt them.

If Yuki's sanity is average, she realizes that she has nowhere else to go, and decides to come back. She apologizes for her actions, but still does not see the others as her friends. If Yuki's sanity is low, she will not return to the apartment of her own volition. Instead, she falls asleep on a bench and is found the next morning by the others. Anna apologizes for provoking Yuki and asks her to come back. David and Monty treat Yuki very tersely for the rest of the game as a result of her previous actions.

Level 6 – Yuki's Memories: Dawn finds Yuki back at the apartment, knocking on the door. Anna answers and looks startled to see Yuki there, but Yuki asks for forgiveness and the two women embrace. Yuki goes to see David, who apologizes for yelling at her. Yuki hesitantly asks David to help her face her painful past, and David accepts. Yuki uses her power to link their minds, then goes deep inside her own mind to find the place where she locked away her painful memories and emotions. David joins her on this painful journey, supporting and keeping her from being overwhelmed with positive memories and emotions of his own. Yuki finally confronts her painful past and decides that she doesn't need to hide from life anymore. The process of tearing down her mental walls and mask will be long and difficult, but she is finally ready to try. She also understands that David really does love her, having felt his emotions firsthand, smiling for the first time when she is done.

This level only happens if Yuki's sanity is high. With an average or low sanity, Yuki will not ask David for help and will not attempt this challenge.

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Level 7 – Victor’s Mansion: With their morale renewed, the group is ready to get back to business. Monty discovers that Victor has a mansion in the suburbs, and the group decides to go there on their search. Upon their arrival, they are confronted by Randolph and Jasmine, who bar their passage. Seeing no other way to resolve the conflict, the characters decide to fight them. The group seems to be winning at first, but Victor appears in the window and continuously heals Randolph and Jasmine. A combined burst of power finally sends Victor running, and his associates are defeated at last. The group proceeds through the house and finds the lab, where they are horrified by the tales of the victims. The homeless man they met earlier is there now, and he encourages them to defeat Victor so that the dying can rest in peace. The group confronts Victor in his office, and Yuki uses her power to make him feel the pain his victims felt. He understands and repents, but then suddenly bursts into green flames and dies. The group is shocked and confused, having no idea as to why this just happened.

With Victor gone, the victims are free to die. The conscious ones thank the group, and the homeless man praises their achievement before he dies as well. It is a sad moment, but it feels right, and the group is happy. Still, they never did get the information they needed, and the answers to their mystery and Victor’s death elude them. Suddenly, something makes mental contact with the group and speaks directly into their minds. It is an interstellar Entity of immense power, and it is responsible for granting everyone’s power. It did this by giving people pieces of its own power, in the hopes that they would make the power grow. It plans to eventually take the power back, as it did with Victor, though the process is apparently fatal, something the Entity does not seem to understand. The Entity says that if this “experiment” is successful, it intends to give power to every human being and hopefully end up with much more power than before.

The group panics, not sure what to say or do. They try to explain the consequences of doing such a thing – the destruction of the entire human race – but the Entity lacks any true conception of death and cannot see that humanity matters in any way. All their arguments fail to change the Entity’s mind, and the Entity seems ready to leave.

If Yuki is powerful enough, she can use her powers of empathy to send everything she knows and feels about humanity to the Entity. Doing so takes the game to Ending #1.

If Yuki is not powerful enough, or the player chooses not to have her try, the game continues instead of ending. Also, if Yuki’s sanity is too low, she will not be capable of saying anything good about humanity, and the Entity will not gain the understanding it needs to consider leaving humanity alone. If the player’s Public Eye rating is high, they go to Level 9 – Trip to the FBI level before Level 8 – Contacting the Entity level. Otherwise, Level 8 comes first, followed by Level 9.

Level 8 – Contacting the Entity: Having failed to convince the Entity to abandon its plan, the group is unsure as to what to do next. All they know is that the Entity has yet to start handing out power, but they have no idea of how long they have until he does. Since the

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group knows next to nothing about the Entity, let alone how to contact him again, they decide to gather more information before making any concrete plans.

The player can do one of three things to contact the Entity in this level. Monty brings up the possibility that simply focusing all their willpower on the Entity will get his attention. If the characters are powerful enough, this will work. Otherwise, their combined wills are not strong enough to contact the Entity. This can be done at any location, but summoning the Entity in public will dramatically raise the Public Eye rating.

The second option is to acquire a book on magical rituals, which can be found either at the public library or at a rare bookstore. Getting the book at the bookstore costs the player some money, while getting it at the library requires the characters to convince the librarian to let them check it out. The book can be stolen from either location for a slight sanity drop. Once the characters have the book, they can use a ritual of summoning to contact the Entity. Using the ritual of containment as well makes the Entity angry and harder to convince, but also weaker if the player starts a fight with the Entity.

The last way to summon the Entity is to find a medium and hold a séance. Performing the séance contacts the Entity for a small fee, and also raises the Public Eye rating slightly, as the medium was present for the summoning.

The conversation with the Entity, regardless of how it was summoned, is very similar to the one in Victor's mansion, giving the player a second chance to talk to the Entity before it carries out its plan. If the characters are able to convince the Entity to stop, or if they pick a fight with the Entity and win, the game goes to Ending #1. If the characters fail to talk the Entity out of it, the game continues to Level 9 – Trip to the FBI.

Level 9 – Trip to the FBI: the next time the characters go back to their apartment, they are surprised to see two men in suits waiting for them inside. The men say they are with the FBI, and that they have recently become aware of the group's supernatural abilities. They ask the characters to come to the FBI headquarters to have a talk with the director so they can figure out what's going on. The player can choose to go peacefully, which takes them directly to the FBI headquarters in Washington DC, or fight the two men. If the player wins the fight, the characters will decide to go to the FBI headquarters on their own, and once there can either go in peacefully or fight their way to the director. If the player loses the fight, the characters will be knocked out and wake up at the FBI headquarters.

When they get to the director's office, the group will explain what they know about the situation. The director is still somewhat skeptical, but a display of powers settles his doubts. If the player has not completed Level 8 – Contacting the Entity, the director will ask them to do so, as the Entity's plan would create worldwide chaos. If the player has completed the level, but did not persuade the Entity to stop, the director will be very distressed, and informs them that he will warn the president about the upcoming disaster.

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Giving the group a cell phone, he tells them to do what they can, and says that he will organize whatever help he can.

Level 10 – The Entity Emerges: How this level opens depends on whether Level 8 – Contacting the Entity or Level 9 – Trip to the FBI was completed last. If Level 8 was completed last, the Entity disappears after the conversation with the characters. If Level 9 was finished last, the director will get a call telling him to turn on the TV, and the characters will see the chaos erupt on the news instead of in person.

Immediately after the Entity leaves, it spreads its essence out all over the world, giving every person in the world powers like the characters. It then establishes essence shards using small pieces of itself, taking power back from the dead and those who it feels are no longer growing. Pandemonium reigns worldwide as people are suddenly bursting with strange, uncontrollable abilities, and the stress and panic brings more powers to the surface. The characters, as the only ones who had any idea of what would happen, are the only people capable of dealing with the threat right now.

If the characters are in the FBI headquarters, they will need to calm the situation down enough so that they can leave. The director, once his powers are under control, will have two agents drive them back to NYC to stop the problem before things get any worse. In NYC, the characters will have to make their way through the chaos in the streets to the essence shard. Defeating the piece of the Entity there gets its attention, and it comes down to stop the characters from ruining its plan. The Entity tries to reclaim the power it gave to the characters, but they are too strong and resist the pull. Angrily, it brings all its available power to bear and attempts to destroy the characters' 'shells.' If the Entity is defeated, the game goes to Ending #2.

If they are defeated by the Entity here, the game continues to Level 11 – Confronting the Entity.

Level 11 – Confronting the Entity: The Entity, having survived the initial attack on it, is furious over the characters' 'betrayal.' It moves to finish them off and take its power back, but is distracted by a group of combat-trained civilians who have gotten their powers under control. The group helps the characters escape, though they suffer heavy casualties. The characters then get a call from the FBI director, who tells them that he is working with the President to coordinate a strike on the essence shards around the world.

Once the characters are recovered and ready to go, the strike commences. The group attacks the NYC essence shard again at the same time as other teams assault the other shards. The Entity is weakened and has its attention split by the simultaneous attacks, making for an easier fight than in the previous level. The Entity is further weakened every time a team takes down a shard, but gains strength from every person it kills. Once the Entity is finally defeated, the game goes to Ending #2.

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Opening Cinematic

FADE IN

INT APARTMENT - NIGHT

The scene opens on the kitchen of a small apartment. The room has dirty, pale green walls and a stained linoleum floor that look like they haven't been mopped or swept in months. In the center of the kitchen sits a simple table and three chairs. Seated in the chairs are a GIRL, a MAN and a WOMAN.

THE GIRL

A short, 17-year-old Asian girl named YUKI. She has long black hair, and wears a sky blue sundress that matches her eyes.

THE MAN

An Asian man of average height named Katashi. He is Yuki's father, and is 39 years old. He wears a thin undershirt and the pants of the uniform from his blue-collar job.

THE WOMAN

A short white woman named Susan. She is Yuki's mother, and is 37 years old. She wears a faded pink dress with a purple floral print.

The three sit in silence, eating a simple dinner of rice and vegetables. Katashi takes a swig from a beer bottle, then sets it on the table next to two empty ones with some force. He shovels food into his mouth tensely, hinting at barely restrained anger. Susan avoids looking at her husband and daughter, and focuses her attention on her dinner. Yuki simply looks down at her plate impassively, taking occasional bites of food and chewing slowly. Putting her fork down, she rests her hands in her lap and continues to stare downward with no visible emotion. Seeing that she is done, Katashi glances at her plate.

KATASHI

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Finish your dinner.

YUKI

...I'm not hungry.

Katashi glares at Yuki.

KATASHI

(angrily)

Just eat the damn food, okay?! I work too damn hard at my shitty job to toss it in the trash because of your teenage angst!

Susan glances up and gives Yuki a look of warning.

SUSAN

Eat it or give it to someone else. Just don't waste it.

Susan drops her eyes back to her food. When Yuki does not act after a few seconds, Katashi grabs her plate and dumps the food onto his plate. Susan looks up when she hears Katashi putting the plate down harshly, but says nothing. Katashi takes another bite of food, followed by another drink of his beer, then looks at Yuki.

KATASHI

I got a call from your principal today. Said you were in a fight with some kid.

YUKI

No.

KATASHI

What do you mean, 'no'? The kid was screaming bloody murder! They had to take him to the hospital, for Christ's sake! I don't know what you did to him, but that sure sounds like a fight to me.

Susan flinches at Katashi's tone and gets up to put her empty plate in the sink. Yuki, however, does not respond,

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and continues to stare down at the table. Katashi snarls deep in his throat and clutches his fork so hard his knuckles go white.

KATASHI

Damn it girl, look at me when I'm talking to you! I've had enough of your attitude! What the fuck did you do to him?!

YUKI

...I made him feel my pain.

In one smooth motion, Katashi rises from his chair and deals a vicious backhand slap to Yuki's face, almost knocking her out of her chair. Susan glances behind her with a worried look on her face.

SUSAN

Kat-

Katashi glares at Susan furiously and jabs a finger her way.

KATASHI

Stay out of this, woman!

Susan turns back to the sink and starts to wash the dishes, ignoring the brewing violence behind her. Katashi turns his attention back to Yuki.

KATASHI

Your pain, huh?

Katashi slaps Yuki again, snapping her head to the side.

KATASHI

The school year's just started, and you've already been suspended! That's more of my money down the drain!

Another slap. Susan winces but does nothing.

KATASHI

What's your pain compared to

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mine?! I just wanted a hot piece of ass, and because of you I'm stuck in this shitty life with a shitty job, a shitty house and a cold bitch of a daughter! I never wanted you in the first place, and you've been nothing but trouble since you were born!

Yuki puts a hand on her cheek and looks up at Katashi, her face still showing no emotion. Katashi snarls again.

KATASHI

After all you've put me through, I'll at least have the satisfaction of getting a reaction out of you!

Katashi hits Yuki again, this time knocking her out of her chair onto the floor. She hits the floor hard with a cry of pain, causing Katashi to smile maliciously for a moment. The smile disappears as his fury returns, and he storms around the table after Yuki. He reaches down and grabs her shoulder, but Yuki whirls her head around and glares at him angrily.

An image of Katashi slapping Yuki through Yuki's eyes flashes onto the screen, vanishing as suddenly as it appeared. Katashi's head snaps back as if someone hit him, but no one touched him. He releases his grip on Yuki's shoulder and stumbles back. Another image of a slap comes and goes, sending Katashi reeling. He grabs his head with his hands and lets out a moan of pain.

KATASHI

No...stop hitting me...stop...

Yuki's eyes go wide with surprise as Katashi falls over onto the floor, occasionally twitching and whimpering and the mental blows make him relive his assault on Yuki. Yuki looks up and sees Susan staring at her with horror in her eyes.

SUSAN

Wh...what did you do to him?!

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YUKI

He...felt my pain...

Katashi groans loudly and starts to get up, looking at Yuki with a mix of fear and anger. He slowly gets to his feet, leaning heavily on a chair.

KATASHI

You...you freak! You're not my daughter...you're a monster! Get out of my house! GET OUT!

Katashi punctuates his statement by picking up a beer bottle and hurling it at Yuki. The bottle shatters as it hits a nearby wall, spurring Yuki to action. She gets up and dashes to the door as Katashi reaches for another bottle. Throwing open the door, Yuki runs out into the night as fast as her legs will carry her.

KATASHI/OFF SCREEN

GET OUT!

Katashi's cry echoes as Yuki runs down the dark city streets, leaving her home and life behind.

INT TRAIN STATION - NIGHT

The station is quiet in the late hours of the night. Most of the terminal is brightly lit, but large parts of the area are dark and untouched by the light. A few people wander in and out or sit waiting for a train. A station attendant sits in a booth and reads, a look of boredom on his face. A tapping on the glass brings him out of his reverie, and he looks up to see Yuki. She has a bruise on one cheek, and the other is swelling up.

ATTENDANT

(concerned)

Um, can I help you?

Yuki reaches into a small pocket on her dress and pulls out a small wallet. Sparkles of reflected light reveal that she has pieces of glass in her hair. Reaching into the

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wallet, she pulls out a handful of bills and puts them on the counter.

YUKI

How far will this get me?

The attendant hesitates, then picks up and counts the money. After thinking for a moment, he looks up at Yuki.

ATTENDANT

You could get to New York with this. Is that where you want to go?

YUKI

I don't have any more money.

ATTENDANT

This is all the money you have? Are you sure you want to do this?

Yuki nods silently. The attendant sighs and reluctantly prints a ticket, then hands her the ticket along with a few bills.

ATTENDANT

Here's your change. It's probably enough for a little food if you get hungry.

Yuki takes the ticket and puts the money back in her wallet.

ATTENDANT

Say, do you have any relatives in New York who can take you in?

YUKI

...I have no family.

Yuki turns and walks off towards the trains. The attendant pauses for a few seconds, then calls after her.

ATTENDANT

Good luck!

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Yuki makes no indication that she hears him, and keeps walking.

ATTENDANT

...poor kid.

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Summaries and Walkthroughs

Level Template

Mission Name: name of the mission/area

Environment: setting of mission

Characters: which characters the player has for the mission

Win: conditions for completing the mission

Lose: conditions for failing the mission

Enemies: enemies the player can encounter

Bosses: important named enemies they player has to fight to get through the mission

Items: what items the player can pick up in the mission

Important NPCs: important people the player can/must talk with to advance the plot

Events: quests or encounters the player can run into that are fun and help improve the characters

Summary: a short description of the mission

Walk-Through: a long description of everything the player can and must do in the mission

Map: map of the level

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Level 1 – Touring the Neighborhood

Mission Name: Touring the Neighborhood

Environment: NYC street near the characters' apartment

Characters: Yuki, David

Win: find and talk to Randolph and the Homeless Man

Lose: all characters reduced to 0 health

Enemies: muggers, gang members

Bosses: none

Items: knife, watch

Important NPCs: Randolph, Homeless Man

Events:

- Status tutorial
- Powers tutorial with drunken man and trash
- David asking Yuki out
- passing the health food store
- passing the pawnshop
- passing the game store
- man looking for a lost watch
- an armed man robbing a convenience store
- Battle tutorial

Summary: Yuki accepts David's offer to show her around the neighborhood, giving the player a first chance to wander around and explore. The player is told at this point what health, energy and sanity are and how they rise and fall. The player is also told how to use powers on people and objects in the world, and how to use the Power Shortcut Menu. The player can participate in a number of optional encounters (see Events) or go straight to the alleyway. In the alley, a mugger threatens them with a knife, which starts the game's first battle and runs the player through the combat tutorial. If the player goes too far down the road, they will hear a commotion behind a nearby building and David will go to investigate. Trying to go further in the wrong direction after this will result in David telling Yuki to follow him.

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Deeper in the alley, behind a building, the characters will encounter Randolph, an important NPC, who is bothering a homeless man. David defends the homeless man and Randolph eventually leaves. The homeless man tells David about Randolph's employer and how they are looking for sick homeless people to perform experiments on. David is disturbed by this and heads back to the apartment with Yuki in tow, ending the mission.

Walkthrough: the mission opens with Yuki and David standing outside the apartment complex the group stays in. A text box appears, asking the player if they want to see the Status tutorial. If they select Yes, a series of text boxes will explain what health, energy and sanity are and how playing the game can affect them. If they select No, the game will skip the tutorial and continue.

Afterwards, the player is given control of Yuki. A short ways down the street, the player will encounter a drunken man on the street next to a pile of trash. A broken television sits on top of the pile. Approaching the drunken man will open another text box, asking if they want to see the Powers tutorial. If Yes, another series of text boxes will explain how to use powers and target objects and people in the world. The player can choose to have Yuki make the man feel sadness, pain or shame:

- Sadness: makes the man think he is a miserable, worthless person (Yuki's sanity - 1)
- Pain: hurts the man, but he shrugs it off (no sanity change)
- Shame: makes the man ashamed of himself for getting drunk. He will then vow to do something to stop his drinking problem (Yuki's sanity +1)

David will also light a small piece of paper on fire, and pump electricity into the TV to make it work.

Passing the Date line on the map starts a short cutscene, where David asks Yuki if she'd like to go to a movie while they're out. Yuki can choose to say "Not right now," "No" or "I am not interested, so stop asking":

- "Not right now": David is mildly disappointed, but still hopeful, and continues on without breaking stride (Yuki's sanity +1, David's sanity +1)
- "No": David is rebuffed, but doesn't let it bother him. He slows, but doesn't stop (no sanity change)
- "I am not interested, so stop asking": David is stopped in his tracks, and is obviously very disappointed and embarrassed. After some awkward tension, the two start walking again (Yuki's sanity -1, David's sanity -1)

Stepping on the Health Food box starts another cutscene outside the health food store. A woman standing outside offers Yuki and David a free sample of a new food product. David agrees to try some, and Yuki can either pick "Alright" or "No." If Yuki says "Alright," she tries it and can choose to reply with "That's...interesting," "... " or "Terrible" when asked how it is:

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- “That’s...interesting”: the woman beams happily and talks about how great it is. When asked if they would like to buy any, Yuki says no and leaves. (Yuki’s sanity +1)
- “...”: Yuki says nothing, but grimaces slightly. David chokes it down with a faint smile and replies, “Um, that’s...interesting.” When asked if they would like to buy any, David makes a quick excuse and makes his escape (no sanity change)
- “Terrible”: the woman gets very downcast and disappointed (Yuki’s sanity -1)

Walking over the Pawnshop box starts a brief tutorial about the pawnshop. A text box pops up and explains that if the player ever has any excess items they don’t need, they can sell them to the pawnshop for some extra money.

Moving onto the Game Store box initiates a short scene between Yuki and David. David pauses in front of a game store to check out the new releases in the window, and gets very excited when he sees that the sequel to one of his favorite games is coming out soon. Yuki can choose to say “You like games?”, “...” or “Games are a waste of time”:

- “You like games?”: David grins and replies that he’s an avid gamer. Yuki says that she’s played a few games before, and David asks if she’d like to play some of his games when they get back to the apartment. Yuki can reply Yes to make David very happy (Yuki’s sanity +2, David’s sanity +2,) or No to make David slightly disappointed (Yuki’s sanity +1, David’s sanity +1)
- “...”: Yuki says nothing, and David oohs and aahs over the games for a short while before realizing that he’s ignoring Yuki. Tearing himself away from the store, he continues the tour (no sanity change)
- “Games are a waste of time”: David gets very annoyed and replies that he doesn’t care what Yuki thinks about games; he got enough of that from his parents, and he likes playing games anyway (Yuki’s sanity -1, David’s sanity -1)

If the player approaches the Upset Man with Yuki’s Emotion Sense power on, a text box will appear and tell the player that the man is obviously very upset about something. If Yuki has the Surface Thoughts or Mind Reading powers, she can tell that he is looking for a missing watch that is very important to him. Alternately, talking to him will also reveal this information. Finding the watch and returning it makes him very happy (Yuki’s sanity +1,) but returning the watch without talking to him first makes him curious as to how you knew it was his (Public Eye Rating +1)

Stepping on the Robbery box starts a cutscene outside the convenience store. A man armed with a gun bursts out of the store, carrying a bag of money. He threatens Yuki and David telling them to get out of his way. Yuki can respond with “Don’t...,” “...” or Get out of the way:

- “Don’t...”: the robber points the gun at Yuki and says “Don’t what?!” Yuki gets mad and replies “Don’t...threaten me!” Her eyes glowing bright green, she blasts the robber with a memory of being threatened and afraid from her childhood. The

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- robber collapses on the street crying, and Yuki storms off angrily (Public Eye Rating +2)
- "...": Yuki does nothing, so David tells the man to calm down. The robber refuses and points the gun at David, making David mad. His eyes glowing green, he uses his powers to rapidly heat up the gun, making it too hot to hold. The robber drops the gun, howling in pain, and when David tells him to leave, he drops the money and runs away fearfully. Yuki asks if they should stay and wait for the police, and David replies that he would rather not (Public Eye Rating +1)
 - Get out of the way: Yuki and David step aside and let the robber go. David wishes he had done something, but says that he didn't want to use his powers out in public (David's sanity -1)

Crossing the Mission Border line causes David to hear sounds of distress coming from the alley behind the convenience store. He decides that he wants to check it out because someone might be in trouble. Yuki can choose to say "Alright" or "It doesn't concern us":

- "Alright": David is pleased and leads Yuki to the alley he heard the noise coming from (Yuki's sanity +1)
- "It doesn't concern us": David is annoyed and tells Yuki he's going to help anyway. David runs off, leaving the player to guide Yuki to the alley (Yuki's sanity -1)

If the player crosses the Mission Border line after this scene, David will shout at Yuki from off-screen, telling her to come back over.

Going into the alley, Yuki and David are confronted by a mugger with a knife, who demands their money. Yuki tells him that she has no money, at which point the mugger gets mad and attacks them. This starts the game's first battle and opens the battle tutorial. Text boxes explain the battle controls – Circle to kick, X to punch and escape grapples/throws, Triangle to grapple/throw, and R1 to change targets – and talks about how the Powers and Powers Shortcut menus are different in battle. The player then gets to beat up the mugger, who is not as tough as he pretended to be. Winning the battle gives Yuki the option to take the mugger's money and knife, which David frowns on. The player suffers no penalties for doing so.

Deeper in the alley, the player can encounter two gang members, who are talking about an expensive watch they just found as the characters approach. If Yuki has talked to the man about the watch, she will ask them to return it. They will refuse, and will pick a fight with the characters. If Yuki does not know about the watch, they will start a fight for fun instead. The gang members are unarmed, but slightly more of a challenge than the mugger because there are two of them. Once the fight is over, Yuki picks up the watch. If she has talked to the man, she can either choose to return it to him (Yuki's sanity +1) or keep it (Yuki's sanity -1)

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Passing the Randolph Confrontation line starts a long cutscene between David and Randolph. David sees Randolph arguing with an angry homeless man, and wonders why a well-dressed man in a suit would be back in a dirty alley, bothering some homeless person. Yuki can choose to say “I don’t know” or “Who cares?”:

- “I don’t know”: David is glad Yuki is taking this seriously, and decides he’s going to find out (Yuki’s sanity +1, David’s sanity +1)
- “Who cares?": Annoyed, David replies that he does (Yuki’s sanity -1, David’s sanity +1)

David walks over and tells Randolph to leave the homeless man alone, but Randolph says it’s none of his business. David and Randolph stare at each other silently in a tense standoff. Randolph’s eyes take on a cruel cast, and his whole demeanor gives the impression of animal ferocity barely held in check. At the same time, a strong wind picks up in the alley, and a piece of paper near David’s foot catches fire and burns up. Suddenly, Randolph’s eyes glow with unnatural green light. Both David and Randolph look surprised, and as the tense aggression of the situation disappears so does the glow. Randolph glances at Yuki, then turns his gaze back to David and smiles faintly. Randolph agrees to leave the homeless man alone and departs.

David goes over to the homeless man after Randolph is gone and asks what the problem was. The homeless man explains that Randolph is working for a doctor named Victor, who is looking for terminally sick people who won’t be missed for his experiments. Shocked and disturbed by this news and his bizarre confrontation with Randolph, David heads back to the apartment with Yuki to tell everyone else what has happened.

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Level 2 – Back at the Apartment

Mission Name: Back at the Apartment

Environment: the characters' apartment

Characters: Yuki, David

Win: return to the apartment from the alley

Lose: all characters reduced to 0 health

Enemies: muggers, gang members

Bosses: none

Items: weapons from attackers

Important NPCs: none

Events:

-any events not completed in Level 1 – Touring the Apartment

-apartment activities tutorial

-Slice of Life mode tutorial

Summary: Yuki and David return to the apartment and discuss their encounter with Anna and Monty. Anna immediately wants to help the people Victor has kidnapped, though the others are unsure because it doesn't relate to their goal of finding the truth behind their powers. Anna convinces them by saying that Randolph obviously recognized David's power, which implies that he knows something, and it's the only lead they have.

The apartment is the hub of activity for the player. From here they can use Slice of Life mode, change clothes to make the character look different, and send the characters out into the city to get jobs, go to school and practice their powers, among other activities. If the player leaves the apartment after this point, all four characters will go out together, and will only be separated for certain events or during apartment-related activities. The player can return to the apartment at any time during the story when they have the full run of the city, though many missions will require them to stay in a certain location until the mission is completed.

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Level 3 – The Hospital

Mission Name: The Hospital

Environment: hospital in NYC

Characters: Yuki, David, Anna, Monty

Win: find and talk to Jasmine, then escape the hospital

Lose: all characters reduced to 0 health

Enemies: nurses, doctors, patients, hospital security, police

Bosses: Jasmine (optional)

Items: The characters can find food in some rooms, which can be eaten to restore energy. They can also find a few makeshift weapons, such as scalpels, brooms and pipes.

Important NPCs: Jasmine

Events:

- the hungry security guard
- the talkative patient
- the off-duty cop

Summary: The characters need to quietly and stealthily make their way through the hospital to Victor's office in order to get the information they need. The player can do this in a number of ways – stealth, using Yuki's mind-based powers to escape notice, or through brute force – depending on their skill level and the abilities of the characters. After completing the level, the characters will end up with a warrant for their arrest, and the level of danger this presents depends on how many people they hurt along the way.

Back in the apartment, Monty has found the hospital Victor works at. The group decides to go there and see if they can talk to Victor. They are turned away at the front desk, however, because they don't have an appointment. Anna talks the group into sneaking inside and searching Victor's office; after all, talking to a man like him would obviously do nothing. The group agrees, and they carefully and stealthily make their way to Victor's office. Instead of Victor, they find Jasmine waiting for them. She tries to convince them to join Victor's cause, but the group is repulsed by their morals and turns her down. Jasmine insults the group, giving the player the option of picking a fight. If the characters fight Jasmine, the office is trashed and she leaves to get security.

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Otherwise, she simply leaves and calls for security, claiming the group has threatened her.

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Level 4 – Return to the Apartment

Mission Name: Return to the Apartment

Environment: New York City

Characters: Yuki, David, Anna, Monty

Win: get back to the apartment safely

Lose: all characters reduced to 0 health

Enemies: muggers, gang members, police

Bosses: none

Items: knives off attackers

Important NPCs: none

Events: none

Summary: The group flees to avoid being blamed for the damage. On the way back to the apartment, they have to dodge the police to escape arrest. Returning home, the group's spirits have hit rock bottom. They didn't find Victor's victims, there is likely a warrant out for their arrest, they learned nothing new about their powers, and they have no idea of where to go next. As they head off to their respective rooms for the night, David goes to see Yuki and confesses his love for her. Yuki coldly dismisses him, saying he only feels lust and that she wants nothing to do with lust. David gets angry and yells at her about how she doesn't know anything about life. Anna and Monty hear the shouting and come into the room. Anna tries to calm the situation down, but Yuki lashes out and projects her anger and pain at her. David and Monty are horrified, and Yuki, realizing that she has gone too far, runs out of the apartment and into the city.

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Level 5 – Yuki Alone

Mission Name: Yuki Alone

Environment: park near the characters' apartment

Characters: Yuki

Win: confront Jasmine

Lose: all characters reduced to 0 health

Enemies: muggers, gang members, police

Bosses: Jasmine

Items: knives off attackers

Important NPCs: Jasmine

Events: none

Summary: Alone in the city at night, Yuki struggles to figure out what to do now that she has alienated her companions. She runs into Jasmine in a nearby park, who tries one more time to convert Yuki to Victor's cause. Yuki refuses, and when Jasmine attempts to force her, Yuki blasts her with more painful memories and flees. Jasmine does not pursue, and Yuki continues her midnight wandering. As Yuki walks, she thinks about everything that has happened since she came to the city. Eventually she realizes that Anna, David and Monty are not simply her companions, but real friends, and that she is honestly sorry that she hurt them.

If Yuki's sanity is average, she realizes that she has nowhere else to go, and decides to come back. She apologizes for her actions, but still does not see the others as her friends. If Yuki's sanity is low, she will not return to the apartment of her own volition. Instead, she falls asleep on a bench and is found the next morning by the others. Anna apologizes for provoking Yuki and asks her to come back. David and Monty treat Yuki very tersely for the rest of the game as a result of her previous actions.

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Level 6 – Yuki’s Memories

Mission Name: Yuki’s Memories

Environment: Yuki’s mind

Characters: Yuki, David

Win: confront Yuki’s past

Lose: Yuki’s sanity drops below 50

Enemies: none

Bosses: none

Items: none

Important NPCs: Personality Fragments

Events:

- the bare room
- the white room
- child Yuki
- grade school Yuki
- middle school Yuki
- high school Yuki
- the Field of the Forgotten
- the Icy Barrier
- Yuki’s innermost self

Summary: Dawn finds Yuki back at the apartment, knocking on the door. Anna answers and looks startled to see Yuki there, but Yuki asks for forgiveness and the two women embrace. Yuki goes to see David, who apologizes for yelling at her. Yuki hesitantly asks David to help her face her painful past, and David accepts. Yuki uses her power to link their minds, then goes deep inside her own mind to find the place where she locked away her painful memories and emotions. David joins her on this painful journey, supporting and keeping her from being overwhelmed with positive memories and emotions of his own. Yuki finally confronts her painful past and decides that she doesn’t need to hide from life anymore. The process of tearing down her mental walls and mask will be long and difficult, but she is finally ready to try. She also understands that David really does love her, having felt his emotions firsthand, smiling for the first time when she is done.

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This level only happens if Yuki's sanity is high. With an average or low sanity, Yuki will not ask David for help and will not attempt this challenge.

If Yuki's sanity drops below 50, she decides she is too weak to do this and gives up in despair. The game continues normally after that, though the player can reload from their last save to try again. Any sanity lost during the level is automatically regained when the level is successfully completed.

Walkthrough: after David agrees to go with Yuki in the opening cutscene, Yuki brings herself and David inside her mind. The level begins in a plain room, empty except for a few objects. Yuki explains that this reflects her current emotional state, and shows how much (or how little) she cares about the world. The room is mostly empty because until recently, she had little reason to care about anything. The higher Yuki's sanity is, and the more happy events she has taken part in, the more objects the room will have. By default, the room has her bed from the apartment and a well-read novel, but can gain other objects such as a flower, a group photo, a cake, and a high school diploma. Each object can be examined for a temporary +5 sanity bonus, meaning that any sanity loss she takes in the level will be subtracted from her bonus sanity first. The bonus sanity is lost when the level ends. Also, any sanity gained during the level that would take her over 100 (max) sanity is added to her bonus sanity.

Moving through a white door in the room leads the player to a completely empty, perfectly cubic white room. The only adornment in the room is a plain, dark blue door opposite the white door they come in through. This, Yuki tells David, is the empty space separating her normal, everyday self from everything she has hidden away. Any emotion she didn't want to feel, any memory she didn't want to think about, she shunted into the area beyond the blue door, using this space as to buffer to make sure she had no contact with it. When David asks if she did all this consciously, she replies that she had no knowledge of how it worked before coming here; she only knows how her self-defense mechanism works now that she is here experiencing it. Approaching the blue door, Yuki hesitates, and David asks her if she is afraid. Yuki can choose to say "I'm not afraid," "... " or "Yes":

- "I'm not afraid": David frowns and tells her that it's alright to be scared; pretending that she doesn't feel anything won't help her confront this problem (Yuki's sanity -1)
- "...": Yuki is silent for several seconds. David puts his hand on her shoulder and smiles reassuringly, then tells her it's okay to admit to feeling something. Yuki can choose to either shake off his hand (David's sanity -1) or nod and thank him (Yuki's sanity +1, David's sanity +1)
- "Yes": David smiles and says he's glad she's able to admit that she's afraid (Yuki's sanity +1)

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Opening the blue door reveals a snowy, mountainous landscape. A light snow is falling, and Yuki states that the conditions will likely get worse as they venture deeper. Further down the path, they encounter Yuki as a child, who tells them about Yuki's early childhood. The landscape fades into Yuki's home, where her father and mother argue loudly in the background. Child Yuki says they fight because she's there; if she wasn't born, they wouldn't fight (Yuki's sanity -5.) Here David can choose to "Show a happy memory of a loving family," "Show a bittersweet memory of troubles resolved" or "Do nothing":

- "Show a happy memory of a loving family": David calls up a memory of eating dinner with his family, everyone laughing and talking about happy things. Yuki replies that she wishes she had that experience, but she never did, and it doesn't help her now (Yuki's sanity -1)
- "Show a bittersweet memory of troubles resolved": David calls up a memory of having a fight with his parents and leaving home without saying anything. His parents found him later and punished him, but only because they were so worried. He says that everyone has trouble with their family sometimes, but that it's not Yuki's fault her parents fight. (Yuki's sanity +1)
- "Do nothing": Yuki acknowledges that her parents fought when she was around, but says she knows now that they fought because of each other, not because of her. (Yuki's sanity +1)

Banishing that memory, Yuki and David return to the snowy path. Continuing their journey, they come across an older Yuki, this time in grade school. Where Child Yuki was sad, Grade School Yuki is cooler and quieter. She takes the two back to grade school, where the other children teased her for being poor, racially mixed and a loner. Grade School tells them this was where she started to develop her mask, to hide the pain they made her feel (Yuki's sanity -5.) David can choose to "Show a happy memory of friendship," "Show a sad memory of social pain" or "Do nothing":

- "Show a happy memory of friendship": David calls up a memory of his childhood, saying that he was shy and teased a lot by the others. However, he found a few good friends and stuck with them to avoid being alone. Yuki tells him she should have done that - she knows now that a single friend can make a big difference (Yuki's sanity +1/+3 if she has the group photo, David sanity +1)
- "Show a sad memory of social pain": David recalls a memory of being teased at camp and dealing with it badly. He explains that he went back the next year, and somehow it didn't bother him then. Yuki says that they both dealt with the same pain, but handled it differently (Yuki's sanity +1)
- "Do nothing": Yuki says that she thought hiding her pain would make things better, but that she went too far and hid too much. She wonders how much she has missed out on because of her unwillingness to face life (Yuki's sanity -1)

Once the memory ends, Yuki and David reappear on the snowy landscape. The snow is coming down harder now, making it harder to see where they are going. As they make

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their way along, they are approached by Middle School Yuki, who has Yuki's usual emotionless expression on her face. Taking them back to Yuki's time in middle school, Middle School Yuki says that by this point, most of the kids left her alone because they could never get a reaction out of her, good or bad. Her schoolwork suffered as a result of her cold mask, as she began to care less about what happened to her (Yuki's sanity -5.) David can choose to "Show a happy memory of scholastic achievement," "Show a sad memory of embarrassment" or "Do nothing":

- "Show a happy memory of scholastic achievement": David remembers doing well in school because he hated doing badly. Yuki tells him she recalls having that drive once, long ago. If the player has had her go back to school, she also says that she thinks she's been feeling it more lately (Yuki's sanity -1/+1 if Yuki is in school)
- "Show a sad memory of embarrassment": David calls up a memory of having a middle school crush go bad when she found out he liked her and told him to leave her alone. Yuki asks if that made him want to give up, but he replies that he never gave up on finding the perfect woman for him (Yuki's sanity +1)
- "Do nothing": If Yuki has gone back to school and received her high school diploma, she recognizes her achievement and banishes the unhappy memory (Yuki's sanity +2.) If not, Yuki is saddened by the fact that she never even achieved that much (Yuki's sanity -2)

After the memory is over, the two continue on their way. Further down the path they come across the oldest incarnation, High School Yuki. While taking Yuki and David back to Yuki's high school days, she explains that while high school was a new place for Yuki, it had most of the same people she knew from grade and middle school. Anyone new who tried to befriend her was rebuffed by her cold, emotionless demeanor, and both the new classmates and the old quickly spread her reputation as an ice queen. A few, noticing that she had developed into a very attractive young woman, made romantic advances, but she saw only lust in their eyes. Her powers finally erupted one day when an upperclassman made lewd suggestions, then grabbed and tried to grope her. Yuki released her powers under the stress, blasting his mind with her suppressed anger and disgust (Yuki's sanity -5.) David can choose to "Show a happy memory of high school life," "Show a painful memory of rejection" or "Do nothing":

- "Show a happy memory of high school life": David calls up his memories of high school, where he felt like he fit in for the first time. He had many friends, got along with all of his classmates, and liked his teachers. For him, high school was a fresh start, and he made the most of it. Yuki realizes that's what she has now - friends, and a new beginning (Yuki's sanity +2, David's sanity +1)
- "Show a painful memory of rejection": David recalls another crush that ended with him being rejected harshly - one of many. If David did not choose "Show a sad memory of embarrassment" from the previous event, Yuki asks if that made him want to give up, but he replies that he never gave up on finding the perfect woman for him (Yuki's sanity +1.) If he did, he says that maybe fate was making

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sure he found just the right person, which makes Yuki smile faintly (Yuki's sanity +2, David's sanity +2)

- “Do nothing”: Yuki wonders how her life would have gone if that boy hadn't made her powers go off then. Would she never have gained them? Would they have gone off at a different time? As much as she dislikes thinking about it, the boy who groped her ultimately helped make her life better (Yuki's sanity +1)

Back on the snowy path, Yuki and David move onward. A short distance away, they see a field of large icicles, sticking out of the ground like pillars. Inside each icicle is an incarnation of Yuki, all at different moments of her life. Yuki touches the closest one, and is assaulted by a sudden memory from her childhood. In it, she is pushed into a muddy puddle while wearing a new dress, and is later beaten by her father for ruining it (Yuki's sanity -3.) The ice shatters, and the young Yuki inside explains that each icicle is a painful memory locked and sealed away. The young Yuki tells them the place is called the Field of the Forgotten, then fades away. The player has to guide Yuki and David through the field, avoiding the icicles. If they touch one, Yuki loses one, two or three points of sanity, depending on whether the size of the icicle is small, medium or large. The snowfall is very heavy now, making it hard to see at times.

Once past the Field of the Forgotten, Yuki and David enter a small cave. Inside the cave is a large wall of solid ice blocking their path. Yuki explains that this is the final barrier between her innermost self and everything she locked away. David asks how they are supposed to get through it, since his powers would hardly work in here. Yuki replies that she has to accept who she is in order to pass through the barrier. Putting her hands on the wall of ice, she closes her eyes and concentrates for a few moments. Heat radiates off her, melting the ice around her as she walks through. David follows closely behind.

Coming out of the hole in the barrier, the two step onto a field with a single tree in the center. The snowfall has dropped off dramatically, now falling lightly like it was at the beginning of the map. Sitting underneath the tree is an incarnation of Yuki in a blue sundress, the outfit she started the game in, crying softly. Yuki tells David that this is her innermost self – a sad, scared, lonely girl who just wanted to hide from all the pain in her life. This is the side of her she never shows to anyone, not even herself. Yuki walks up to the girl, who looks up at her with red eyes and a tear-stained face.

If Yuki's sanity is between 50 and 89, Yuki will hold out a hand to the girl and say “It's alright.” The girl smiles timidly, then brighter as she takes Yuki's hand. The two Yukis hold hands for a few seconds before Inner Yuki fades away. The screen then fades to white, and fades back to Yuki's bedroom in the apartment.

If Yuki's sanity is 90 or higher, Yuki will kneel down in front of the girl, then hug her gently. The girl starts to say something, but Yuki cuts her off with “It's alright. Everything's going to be alright.” Yuki strokes the girl's hair softly, imitating Anna's action when Yuki returned to the apartment, while the girl cries into Yuki's shoulder. A

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short while later, the girl stops crying and wipes her tears away, then whispers “Thank you” into Yuki’s ear. The girl fades away and Yuki stands up, wiping away her own tears. David asks if she’s okay, and she turns around and smiles at him, replying “I will be.” As the screen fades to white, we see three small saplings sprout up from the ground near Yuki’s tree; she is no longer alone.

Back in the apartment, Yuki and David hold each other tightly, tears streaming down their faces. They open their eyes and look at each other, not bothering to wipe away the tears just yet. David tells Yuki he’s sorry she had to go through all that, but Yuki replies that it wasn’t his fault. David tells Yuki he loves her, and Yuki’s lips form a small smile that David doesn’t see. “I know,” she says.

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Level 7 – Victor’s Mansion

Mission Name: Victor’s Mansion

Environment: Victor’s mansion

Characters: Yuki, David, Anna, Monty

Win: defeat Victor and talk to the Entity

Lose: all characters reduced to 0 health

Enemies: police, Victor’s security

Bosses: Randolph, Jasmine, Victor

Items: display weapons

Important NPCs: Victor, the Entity

Events: none

Summary: With their morale renewed, the group is ready to get back to business. Monty discovers that Victor has a mansion in the suburbs, and the group decides to go there on their search. Upon their arrival, they are confronted by Randolph and Jasmine, who bar their passage. Seeing no other way to resolve the conflict, the characters decide to fight them. The group seems to be winning at first, but Victor appears in the window and continuously heals Randolph and Jasmine. A combined burst of power finally sends Victor running, and his associates are defeated at last. The group proceeds through the house and finds the lab, where they are horrified by the tales of the victims. The homeless man they met earlier is there now, and he encourages them to defeat Victor so that the dying can rest in peace. The group confronts Victor in his office, and Yuki uses her power to make him feel the pain his victims felt. He understands and repents, but then suddenly bursts into green flames and dies. The group is shocked and confused, having no idea as to why this just happened.

With Victor gone, the victims are free to die. The conscious ones thank the group, and the homeless man praises their achievement before he dies as well. It is a sad moment, but it feels right, and the group is happy. Still, they never did get the information they needed, and the answers to their mystery and Victor’s death elude them. Suddenly, something makes mental contact with the group and speaks directly into their minds. It is an interstellar Entity of immense power, and it is responsible for granting everyone’s power. It did this by giving people pieces of its own power, in the hopes that they would make the power grow. It plans to eventually take the power back, as it did with Victor,

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though the process is apparently fatal, something the Entity does not seem to understand. The Entity says that if this “experiment” is successful, it intends to give power to every human being and hopefully end up with much more power than before.

The group panics, not sure what to say or do. They try to explain the consequences of doing such a thing – the destruction of the entire human race – but the Entity lacks any true conception of death and cannot see that humanity matters in any way. All their arguments fail to change the Entity’s mind, and the Entity seems ready to leave.

If Yuki is powerful enough, she can use her powers of empathy to send everything she knows and feels about humanity to the Entity. Doing so takes the game to Ending #1.

If Yuki is not powerful enough, or the player chooses not to have her try, the game continues instead of ending. Also, if Yuki’s sanity is too low, she will not be capable of saying anything good about humanity, and the Entity will not gain the understanding it needs to consider leaving humanity alone. If the player’s Public Eye rating is high, they go to Level 9 – Trip to the FBI level before Level 8 – Contacting the Entity level. Otherwise, Level 8 comes first, followed by Level 9.

Potential Ending: Ending #1

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Level 8 – Contacting the Entity

Mission Name: Contacting the Entity

Environment: New York City

Characters: Yuki, David, Anna, Monty

Win: contact the Entity

Lose: all characters reduced to 0 health

Enemies: muggers, gang members, police (if player has not met with the FBI)

Bosses: none

Items: weapons from attackers

Important NPCs: The Entity

Events:

- resolving the police problem
- watched by FBI agents

Summary: Having failed to convince the Entity to abandon its plan, the group is unsure as to what to do next. All they know is that the Entity has yet to start handing out power, but they have no idea of how long they have until he does. Since the group knows next to nothing about the Entity, let alone how to contact him again, they decide to gather more information before making any concrete plans.

The player can do one of three things to contact the Entity in this level. Monty brings up the possibility that simply focusing all their willpower on the Entity will get his attention. If the characters are powerful enough, this will work. Otherwise, their combined wills are not strong enough to contact the Entity. This can be done at any location, but summoning the Entity in public will dramatically raise the Public Eye rating.

The second option is to acquire a book on magical rituals, which can be found either at the public library or at a rare bookstore. Getting the book at the bookstore costs the player some money, while getting it at the library requires the characters to convince the librarian to let them check it out. The book can be stolen from either location for a slight sanity drop. Once the characters have the book, they can use a ritual of summoning to contact the Entity. Using the ritual of containment as well makes the Entity angry and harder to convince, but also weaker if the player starts a fight with the Entity.

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The last way to summon the Entity is to find a medium and hold a séance. Performing the séance contacts the Entity for a small fee, and also raises the Public Eye rating slightly, as the medium was present for the summoning.

The conversation with the Entity, regardless of how it was summoned, is very similar to the one in Victor's mansion, giving the player a second chance to talk to the Entity before it carries out its plan. If the characters are able to convince the Entity to stop, or if they pick a fight with the Entity and win, the game goes to Ending #1. If the characters fail to talk the Entity out of it, the game continues to Level 9 – Trip to the FBI.

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Level 9 – Trip to the FBI

Mission Name: Trip to the FBI

Environment: FBI headquarters

Characters: Yuki, David, Anna, Monty

Win: meet with the FBI director

Lose: all characters reduced to 0 health

Enemies: police, FBI agents

Bosses: none

Items: weapons from attackers

Important NPCs: FBI director

Events: none

Summary: the next time the characters go back to their apartment, they are surprised to see two men in suits waiting for them inside. The men say they are with the FBI, and that they have recently become aware of the group's supernatural abilities. They ask the characters to come to the FBI headquarters to have a talk with the director so they can figure out what's going on. The player can choose to go peacefully, which takes them directly to the FBI headquarters in Washington DC, or fight the two men. If the player wins the fight, the characters will decide to go to the FBI headquarters on their own, and once there can either go in peacefully or fight their way to the director. If the player loses the fight, the characters will be knocked out and wake up at the FBI headquarters.

When they get to the director's office, the group will explain what they know about the situation. The director is still somewhat skeptical, but a display of powers settles his doubts. If the player has not completed Level 8 – Contacting the Entity, the director will ask them to do so, as the Entity's plan would create worldwide chaos. If the player has completed the level, but did not persuade the Entity to stop, the director will be very distressed, and informs them that he will warn the president about the upcoming disaster. Giving the group cell phone, he tells them to do what they can, and says that he will organize whatever help he can.

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Level 10 – The Entity Emerges

Mission Name: The Entity Emerges

Environment: FBI headquarters, New York City

Characters: Yuki, David, Anna, Monty

Win: defeat the Entity

Lose: all characters reduced to 0 health

Enemies: rioters, criminals, crazed gifted people

Bosses: Essence Shard, the Entity

Items: weapons from attackers

Important NPCs: FBI director, the Entity

Events:

- escape from the FBI headquarters (if the player just finished Level 9)
- calming the masses
- busload of mental patients
- stopping the rioters

Summary: How this level opens depends on whether Level 8 – Contacting the Entity or Level 9 – Trip to the FBI was completed last. If Level 8 was completed last, the Entity disappears after the conversation with the characters. If Level 9 was finished last, the director will get a call telling him to turn on the TV, and the characters will see the chaos erupt on the news instead of in person.

Immediately after the Entity leaves, it spreads its essence out all over the world, giving every person in the world powers like the characters. It then establishes essence shards using small pieces of itself, taking power back from the dead and those who it feels are no longer growing. Pandemonium reigns worldwide as people are suddenly bursting with strange, uncontrollable abilities, and the stress and panic brings more powers to the surface. The characters, as the only ones who had any idea of what would happen, are the only people capable of dealing with the threat right now.

If the characters are in the FBI headquarters, they will need to calm the situation down enough so that they can leave. The director, once his powers are under control, will have two agents drive them back to NYC to stop the problem before things get any worse. In

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NYC, the characters will have to make their way through the chaos in the streets to the essence shard. Defeating the piece of the Entity there gets its attention, and it comes down to stop the characters from ruining its plan. The Entity tries to reclaim the power it gave to the characters, but they are too strong and resist the pull. Angrily, it brings all its available power to bear and attempts to destroy the characters' 'shells.' If the Entity is defeated, the game goes to Ending #2.

If they are defeated by the Entity here, the game continues to Level 11 – Confronting the Entity.

Potential Ending: Ending #2

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Level 11 – Confronting the Entity

Mission Name: Confronting the Entity

Environment: New York City in the wake of chaos

Characters: Yuki, David, Anna, Monty

Win: defeat the Entity

Lose: all characters reduced to 0 health

Enemies: rioters, criminals, crazed gifted people

Bosses: Essence Shard, the Entity

Items: weapons from attackers

Important NPCs: The Entity

Events: none

Summary: The Entity, having survived the initial attack on it, is furious over the characters' 'betrayal.' It moves to finish them off and take its power back, but is distracted by a group of combat-trained civilians who have gotten their powers under control. The group helps the characters escape, though they suffer heavy casualties. The characters then get a call from the FBI director, who tells them that he is working with the President to coordinate a strike on the essence shards around the world.

Once the characters are recovered and ready to go, the strike commences. The group attacks the NYC essence shard again at the same time as other teams assault the other shards. The Entity is weakened and has its attention split by the simultaneous attacks, making for an easier fight than in the previous level. The Entity is further weakened every time a team takes down a shard, but gains strength from every person it kills. Once the Entity is finally defeated, the game goes to Ending #2.

Potential Ending: Ending #2

Walkthrough: New York City is a dangerous place at this point in the game. Now that everyone in the city has powers, any encounter is unpredictable and potentially deadly. Enemies that were simple and easy early in the game, such as muggers, gang members and criminals, are suddenly much more powerful, confident and tougher to take down. Opportunists roam the streets looking for weak people to prey on, gangs and criminal organizations battle to take control of as much as the city as they can while the chaos

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lasts, and desperate people loot and steal whatever they can find to survive. Many have been driven mad by the sudden influx and release of power, with little desire to do anything but to use their powers as much as possible. Most of these encounters can and will lead to fights, though Yuki can use Calm Emotions to make people less aggressive or Cloud Mind to let the group travel unnoticed. However, using these abilities on every encounter will quickly drain Yuki's energy, forcing the group to rest frequently or solve some problems with violence.

At the top of the screen, next to the map, is a number showing the player the current population of the world. This number slowly falls as people die from accidents or violence. Below that is a bar and a percent value showing the Entity's current power level. At the start of the level, the Entity's power is low because it seeded the world with a great deal of its power. However, as people die it takes that power back, raising its power level. The power bar also decreases occasionally as new people are born. Overall the Entity's power rises slowly over time, making for a sense of urgency as time passes. The power bar directly affects the difficulty of the final battle with the Entity, allowing the player to customize the challenge of the fight.

A roving motorcycle gang moves around the central and lower parts of the city looking for opportunities to loot and steal. The gang has a total of nine members, and is very difficult to defeat if the characters fight them all at once. However, the members sometimes split up to search areas, allowing the group to whittle them down slowly. The gang members all have random powers except for the leader, who can control machines.

A passenger jet crashed in Times Square an hour earlier. A few passengers are miraculously unhurt, but a quarter are badly hurt and the rest are dead. All the survivors are in a state of shock. Anna can use her powers to heal the wounded (Anna's sanity +1 for every survivor healed,) and Yuki can use Calm Emotions or Sleep to help them rest (Yuki's sanity +1.) Monty can use his great strength to tear open the plane and find trapped survivors (Monty's sanity +1.) If the group helps all the survivors or stays in the area long enough, a crazed gifted person will burst out of the wreckage and try to kill everyone in sight. This person has the power to alter his body, but in his madness he has turned himself into a monster and cannot be changed back or calmed. The group has to put him down in order to save the passengers (Group's sanity -1.)

The Soho district has been set ablaze by an insane arsonist with control over fire. He wanders throughout the area, starting fires wherever he can. David can use his powers to put out the fires; putting out all the fires in the district prevents them from spreading to other parts of the city (David's sanity +1.) The arsonist will attack the group when he sees them, and will actively track them down if they put out enough fires.

There are five major gangs/criminal organizations trying to carve out parts of the city for themselves, divided into separate territories: Harlem, Upper West Side, Little Italy, Chinatown, and Murray Hill. Going into these area means the group will have to face

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large numbers of gang members and criminals, with a significantly lower percentage of “ordinary” people and crazy gifted people. If the group makes their way to the leader of the area, they can either use Yuki’s powers to talk them into stopping their actions and helping the city (Group’s sanity +2) or defeat them and scare the other members away (Group’s sanity +1.) Doing so slows the death rate in the city, causing the Entity to gain less power over time.

The NYC essence shard waits for the characters in Central Park, in exactly the same spot as it was in Level 10 – The Entity Emerges. When the group gets close enough to the shard, a short cutscene begins. The FBI director calls on the cell phone he gave them and asks if the group is ready to begin. The other teams around the world are ready to attack anytime; they are only waiting for the signal from the NYC team. If the player chooses “Yes,” the battle begins. If the player chooses “No,” they are free to explore the city. Returning to Central Park will prompt the player to choose “Yes” or “No” again.

Once the group decides to fight, another cutscene starts. Anna tells the FBI director to have the other teams attack, then hangs up the phone. The team charges the essence shard, only to have the Entity materialize in front of them. Appearing as an extraordinarily tall human, with a bald head, strangely unsettling proportions and a bizarre mix of clothing, it threatens the characters with complete and utter destruction if they continue with this course of action. The characters refuse, and suddenly the Entity’s power bar takes a significant hit as one of the other teams destroy the essence shard in their part of the world. Taking advantage of the opening, the group attacks.

Once the battle begins, the Entity no longer loses power randomly to newborns, as it conserves all its power for the conflict. During the fight, the Entity will inform the player as to how the other battles around the world are going, by getting angry when it loses a shard or being pleased when an attacker is killed. Anytime an essence shard is destroyed, the Entity can no longer draw power from that part of the world, making its power gain slower. The Entity will gain a significant amount of power anytime an attacker is defeated, as all the attackers are powerful individuals.

The essence shard has a set amount of health and is an important target early in the battle. It is immune to Yuki’s mental powers, as it does not have a mind, so Yuki is best used distracting the Entity. Monty can attack the shard physically, and all of David’s energy powers are effective. The Entity will try to heal the shard, though this costs it power. Destroying the shard prevents the Entity from drawing power from people in NYC and costs it 5% of its power bar.

Once the shard is destroyed, the group can turn their attention to the Entity. Yuki’s Mind Blast powers are twice as powerful against the Entity, as it has never felt the emotions Yuki forces upon it with Mind Blast. The Entity is not a physically being by nature, and only becomes material during some parts of the fight. When completely non-physical, the Entity uses powerful energy attacks against the characters, but is twice as vulnerable

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to David's Disrupt Electricity, Disperse Energy and electricity-based-powers, and is immune to physical attacks, fire, cold, and wind. When completely material, its weaknesses and defenses are reversed. It will fade between forms during the fight, usually staying at a mix of physical and non-physical (ex: 23% material, 92% material.)

When the Entity is reduced to 10% power, it will start to get desperate. If any shards have not been destroyed, it will actively pull power back from people in the area, instead of waiting for them to die. However, if all the shards are gone, the fight is quick to finish. With no power left, the Entity fades away and disappears, finally defeated.